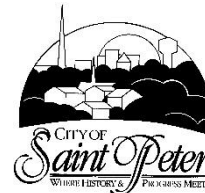




NOON BASKETBALL GUIDELINES

Mon., Wed., and Fri. 12–2p.m.
260+ members and growing



Occasionally the schedule will be adjusted due to a camp or other youth programming in the gym.
Players will receive an e-mail and a sign will be posted.

\$2 (Resident) \$2.50 (Non Resident) per day, payable at the door
Punch cards available – 10 punches for \$15/\$19 or 20 punches for \$25/\$31

Noon basketball's goal is to have competitive, efficient games.

- I. **Competition** – competitive teams and close games
 - a. Set up teams to be competitive. Basketball is more fun to lose 10-9 than win 10-0.
 - b. Games played to 10: 1's and 2's win by one
 - c. To help keep teams separate – please bring a white shirt and a non-white shirt. This way all players on the same team are in all white or all in a colored t-shirt.
 - d. Defense calls the fouls. Call touch fouls. Goal is for no one to get hurt.
- II. **Efficiency**
 - a. Please do not waste time.
 - i. Play hard all the time – you will have plenty of time to rest between games
 - ii. Keep score.
 - iii. Have 5 players ready so that when one game is done, you are ready to start.
 - iv. No more than 30 seconds of down time between games.
 - v. Get in as many games as possible!
 - b. General Guidelines
 - i. Games will begin when two full teams are ready – self sorting.
 - ii. If people come later on, fill in as needed. Decide by using one round of free throws for the additional players or to fill teams; no second round of free throws.
 - iii. **EVERYONE PLAYS!**
 - iv. Please treat each other fairly and with respect.
 - v. In order to play, it is best you arrive no later than 1 p.m. to get your games in.
- III. If you choose not to play, causing other players to not have enough to use second court, you will be done for the day. This avoids stacking teams and kings of the court (which is not allowed).

- **If you have fans watching you at basketball, friend or child, please have them be seated on the bleachers in the gym. This is for their safety and the safety of the players.**
- **These guidelines can be subject to change or additional notes added if an issue arises.**

12 Players or less

Sub on 3 made shots. Win by 2.

13-15 Players

Games to 7. Win by 1.

16-25 Players

Switch courts after each game.

Play 2. Sit 1.

Win by 1.

26-40 Players

Do not switch courts after each game.

Play 2. Sit 1.

40+ Players

Do not switch courts after each game.

Play 1. Sit 1.

Some may sit out 3 games.